# A PROJECT SYNOPSIS

#### On

# **ONLINE SHOPPING PROJECT**

# **Submitted By**

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Saraswati Education Society's

#### SARASWATI COLLEGE OF ENGINEERING

Kharghar, Navi Mumbai

(Affiliated to University of Mumbai)

Academic Year :-2021-22

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To become center of excellence in Engineering education and research.

### **Mission:**

To educate students to become quality technocrats for taking up challenges in all facets of life.

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### CERTIFICATE

This is to certify that the requirements for the synopsis entitled, "ONLINE SHOPPING SYSTEM"

*Have been successfully completed by the following students:* 

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In partial fulfillment of Sem –III **Bachelor of Engineering of Mumbai University, COMPUTER ENGG.** Of Saraswati college of Engineering , Kharghar during the academic year 2021-22.

Internal Guide External Examiner

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Project coordinator Head of Department

Prof. Sujata Bhairnallykar Prof. Shraddha Subhedar

# Acknowledgement

A project is something that could not have been materialized without cooperation of many people. This project shall be incomplete if I do not convey my heartfelt gratitude to those people from whom I have got considerable support and encouragement.

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Last but not the least I would also like to thank all the staffs of Saraswati college of Engineering (Computer Engineering Department) for their valuable guidance with their interest and valuable suggestions brightened us.

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### ONLINE SHOPPING SYSTEM

### **ABSTRACT**

This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipcart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

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# **Program Educational Objectives (PEO) -:**

- 1. To prepare the candidate for a successful career in the industry and make him acquainted with the latest software and hardware,
- 2. To enable student to work productively as computer engineers, including supportive teamwork and leadership roles on multidisciplinary teams,
- 3. Graduates are prepared to be responsible computing professionals in their own area of interest,
- 4. To provide the candidate with a sound foundation in mathematics, software technologies, database technologies, networking, hardware and to prepare them for post graduate studies and research programs.
- 5. To promote the awareness of lifelong learning among students and to introduce them to professional ethics and codes of professional practice,
- 6. To demonstrate effective communication skills in oral, written and electronic media.

# **Program Outcomes (PO)**

#### At the end of the program, a student will be able to:

- 1. Apply knowledge of mathematics, science and engineering.
- 2. Utilize the computer engineering knowledge in all domains, viz., health care, banking and Finance, other professions such as medical, law, etc.
- 3. Design and conduct experiments as well as to analyze and interpret data.
- 4. Analyze the problem, subdivide it into smaller tasks with well-defined interface for interaction among components, and complete the task within the specified time frame and financial constraints,
- 5. Design a system, component or process to meet the desired needs within realistic constraints such as economic, environmental, social, political and Ethical ability,
- 6. Design, implement, and evaluate secure hardware and/or software systems with assured quality and efficiency,
- 7. Communicate effectively the engineering solution to customers/users or peers,
- 8. Understand professional and ethical responsibilities,
- 9. Understand contemporary issues and to get engaged in lifelong learning by independently and continually expanding knowledge and abilities,
- 10. Function in multidisciplinary teams,
- 11. Identify, formulate and solve engineering problems.

# Lab Objectives:

#### Students will try to:

- 1. To acquaint with the process of identifying the needs and converting it into the problem.
- 2. To familiarize the process of solving the problem in a group.
- 3. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
- 4. To inculcate the process of self-learning and research.

#### **Lab Outcomes:**

#### Student will be able to:

- 1. Identify problems based on societal /research needs.
- 2. Apply Knowledge and skill to solve societal problems in a group.
- 3. Develop interpersonal skills to work as member of a group or leader.
- 4. Draw the proper inferences from available results through theoretical/experimental/simulations.
- 5. Analyze the impact of solutions in societal and environmental context for sustainable development.
- 6. Use standard norms of engineering practices
- 7. Excel in written and oral communication.
- 8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
- 9. Demonstrate project management principles during project work.

#### 1. INTRODUCTION

This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop.

#### 1.1 PROJECT OBJECTIVE:

The objective of the project is to make an application in android platform to purchase items in an existing shop. In order to build such an application complete web support need to be provided. A complete and efficient web application which can provide the online shopping experience is the basic objective of the project. The web application can be implemented in the form of an android application with web view.

#### 1.2 PROJECT OVER VIEW:

The central concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. The Server process the customers and the items are shipped to the address submitted by them. The application was designed into two modules first is for the customers who wish to buy the articles. Second is for the storekeepers who maintains and updates the information pertaining to the articles and those of the customers. The end user of this product is a departmental store where the application is hosted on the web and the administrator maintains the database.

#### LITERATURE REVIEW:

#### 2.1 EXISTING SYSTEM

The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

- 1. It is less user-friendly.
- 2. User must go to shop and select products.
- 3. It is difficult to identify the required product.
- 4. Description of the product limited.
- 5. It is a time consuming process
- 6. Not in reach of distant users.

#### **PROBLEM STATEMENT:**

As online shopping became a trend nowadays the regular shops are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online. For competing with those online brands, If shops are providing an online portal where their customers can shop through internet and get the products at their doors it will increase the number of customers.

### **PROPOSED SYSTEM:**

Customers need not go store to buy the product ,they can buy by ordering product by their application

The Admin of the system is the owner of the system, they can keep moderator who will manage orders.

User can add the desired product into his cart by clicking add to cart option on

He can view his cart by clicking on the cart button.

After confirming the items in the cart the user can submit the cart by providing a delivery address.

#### NON FUNCTIONAL REQUIREMENTS:

### i. EFFICIENCY REQUIREMENT:

When an online shopping cart android application implemented customer can purchase product in an efficient manner.

#### ii. RELIABILITY REQUIREMENT:

The system should provide a reliable environment to both customers and owner. All orders should be reaching at the admin without any errors.

### iii. USABILITY REQUIREMENT:

The android application is designed for user friendly environment and ease of use.

#### iv. IMPLEMENTATION REQUIREMENT:

Implementation of the system using css and html in front end with jsp as back end and it will be used for database connectivity. And the database part is developed by mysql. Responsive web designing is used for making the website compatible for any type of screen.

## v. DELIVERY REQUIREMENT:

The whole system is expected to be delivered in four months of time with a weekly evaluation by the project guide.

#### **ADMIN**

#### MANAGE USER

Description of feature

The administrator can add user, delete user, view user and block user.

#### MANAGE MODERATOR

Description of feature

The administrator can add moderator, delete moderator, block moderator and search for a moderator.

#### MANAGE ORDERS

The administrator can view orders and delete orders.

The system must identify the login of the admin.

Admin account should be secured so that only owner of the shop can

access that account

# 1. Problem Statement:

As online shopping became a trend nowadays the regular shops are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online. For competing with those online brands, If shops are providing an online portal where their customers can shop through internet and get the products at their doors it will increase the number of customer.

### 2. SYSTEM ANALYSIS

System analysis is the process of gathering and interpreting facts, diagnosing problems and using the information to recommend improvements on the system. System analysis is a problem solving activity that requires intensive communication between the system users and system developers.

System analysis or study is an important phase of any system development process. The system is viewed as a whole, the inputs are identified and the system is subjected to close study to identify the problem areas. The solutions are given as a proposal. The proposal is reviewed on user request and suitable changes are made. This loop ends as soon as the user is satisfied with the proposal.

#### **SYSTEM OBJECTIVES**

- To provide an android application for online shopping of products in an existing shop.
- To provide a online shopping web site for the same shop.

#### **HARDWARE REQUIREMENTS:**

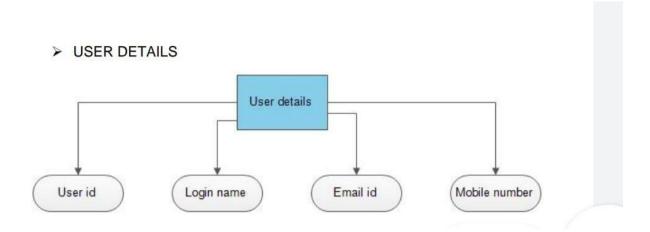
- Computer System
- Ram: 4GB
- Processor : Intel i5 6<sup>th</sup> Gen

#### **SOFTWARE REQUIREMENTS:**

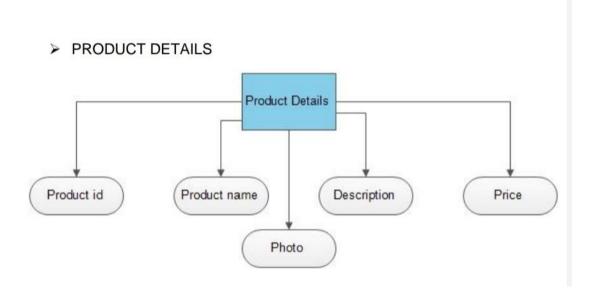
- VS Code
- Xampp
- My SQL

# **ER Diagram:**

# a) ER Diagram of the User Details:



# **b) ER Diagram of Product Details :**



# ➤ COMPLETE DIAGRAM

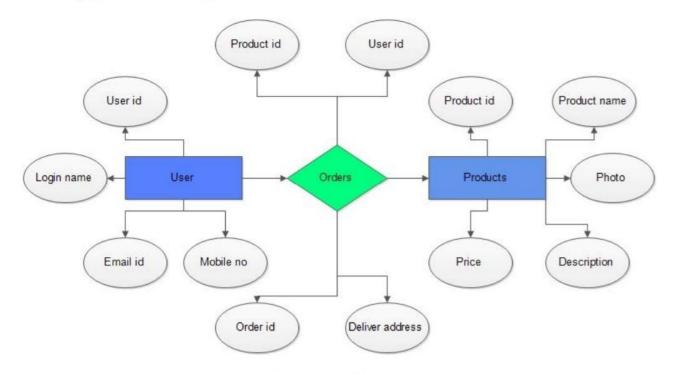
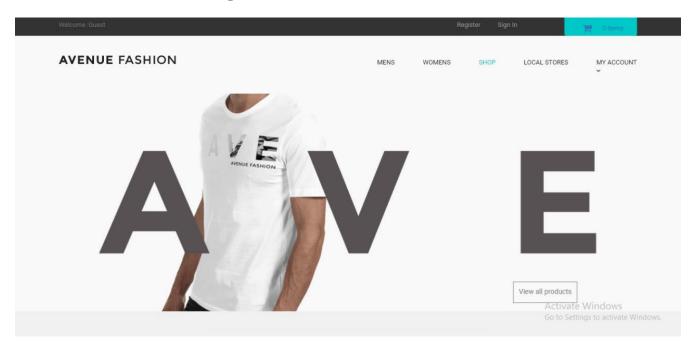
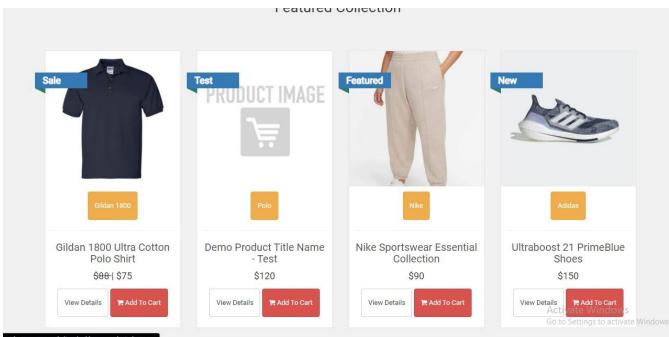


Fig 3.9: Complete Diagram

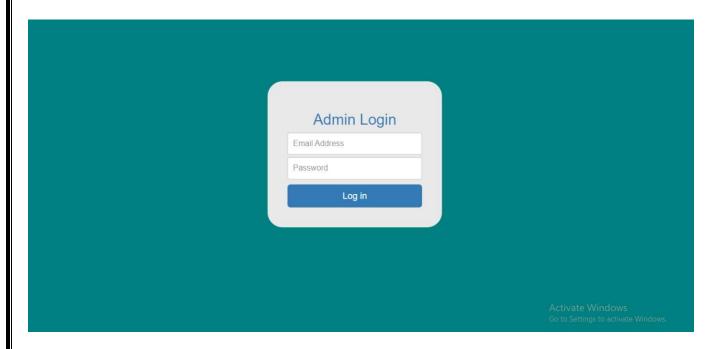
# **RESULT:**

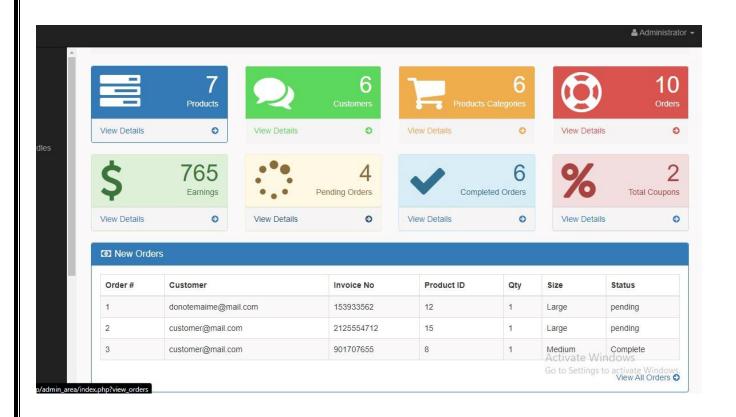
# **Result for the Front Page:**

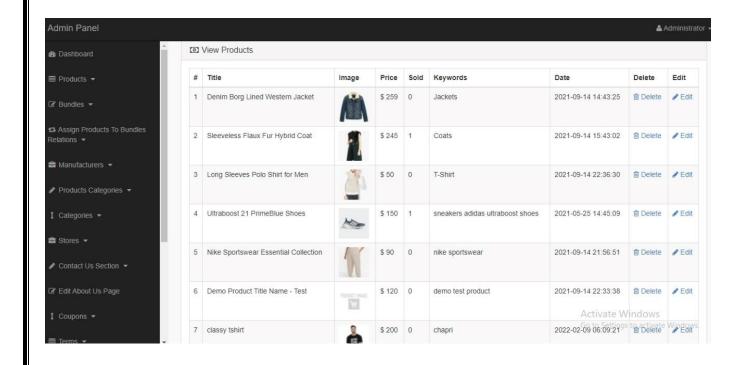




# **Result for Admin Panel:**







# **Future Scope Of Project:**

The project has a very vast scope in future. The project can be implemented on intranet in future. Project can be updated in near future as and when requirement for the same arises, as it is very flexible in terms of expansion. With the proposed software of database Space Manager ready and fully functional the client is now able to manage and hence run the entire work in a much better, accurate and error free manner. The following are the future scope for the project.

### **CONCLUSION:**

The project entitled Online shopping system was completed successfully. The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and an android application for purchasing items from a shop.

This project helped us in gaining valuable information and practical knowledge on several topics like designing web pages using html & css, usage of responsive templates, designing of android applications, and management of database using mysql . The entire system is secured.

Also the project helped us understanding about the development phases of a project and software development life cycle. We learned how to test different features of a project. This project has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

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